1: Warner E-5 (1926-1929) 1937
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solidarity (ceremonial), is partly responsible for the solid foundation of the kinship structure in Murngin society. Warfare also helps to prevent the breaking of tribal laws by the threat of retaliation from other social groups. Finally, it acts as the ultimate police power in the functioning of Murngin society. It is the threat of its force which ultimately prevents flagrant breaking of tribal taboos.

Causes of War

Of seventy-two recorded battles of the last twenty years in which members of Murngin factions were killed, fifty were for blood revenge—the desire to avenge the killing of a relative, usually a clansman, by members of another clan. Of these, fifteen were deliberate killings, against the tradition of what is fair cause for a war, and because it was felt that the enemies had killed the wrong people. Ten killings were due to stealing or obtaining by illegal means a woman who belonged to another clan. Five supposedly guilty magicians were killed by the clan members of victims of black magic. Five men were slain for looking at a totemic emblem under improper circumstances and thereby insulting the owning clan and endangering the clan's spiritual strength.

The idea underlying most Murngin warfare is that the same injury should be inflicted upon the enemy group that one's own group has suffered. This accomplished, a clan feels satisfied; otherwise, there is a constant compulsion toward vengeance, causing a continuous restlessness among those who are out to "buy back" the killing of one of their clansmen. The stealing of a woman provokes the same spirit, since the group feels itself injured; and only the return of the woman and a ceremonial fight, or the stealing of another woman, will satisfy the hurt to its self-esteem, unless the clan has retaliated by killing or wounding one of the enemy clansmen. The same feeling is instigated by the improper viewing of the totem—an insult and an injury to the entire clan.

Any of the above causes for war may be given deliberately or by accident, but in either case warfare is a certain consequence. If a young man chances upon an old man engaged in making a totemic emblem, the former is killed; or if a man is accidentally killed in a fight by a member of a friendly group, the dead man's people retaliate. There is, nevertheless, considerable feeling that an accident should not cause open hostilities, but it has small influence upon the public opinion of those who believe themselves injured.

There are a number of forms of ritualistic injury. If women look

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765 of the man's personal basket. A piece of a spear that has been broken
628 off and left in the body of the victim is also used as a relic. When a man has been wounded he sometimes soaks pieces of paper bark in his blood and presents them to his relatives to be used as reminders of their duty to compensate him for his injury by helping him kill or wound a member of the offending man's clan. When a man obtains one of the relics, it is an almost absolute demand on him to kill a member of the slayer's group. This is particularly true if it is given to a young man. The older men usually give their relics to the younger males.

765 The spirit of the dead is supposed to go with the relic, and the relic
778 has magic power. It can be thrown into an intended victim's fire and
789 cause him to go to sleep, or the possessor can blow his breath against it and produce the same effect. It is often carried in the mouth during a battle to make an opponent tired and heavy-footed and to prevent him from dodging spears. Relics play a prominent part in all feuds.

682 Occasionally men are killed within the clan, but this is not a cause for war or retaliation by members of the clan or by near relatives from without the clan. A man may be such a notorious killer and cause so much trouble for his own clansmen that the entire group will kill him to stop further disturbances. At times men are slain by their own
688 clan for breaking ceremonial taboos, such as divulging secrets of the old men to the women or the uninitiated, and for viewing ceremonial objects before their initiation.

672 If a fight is on and a near relative is accidentally hit by a club or
576 spear, the person responsible hits himself on the head while saying he is sorry. Here, too, the underlying idea is to inflict an injury on the responsible person similar to the one the injured party suffered.

152 Military honor also contributes its share to the causes for war. A man
517 will brave the spears of a whole clan to demonstrate his fearlessness. The writer has seen two brothers defy fifteen men in a spear fight. The Murngin people are a brave and courageous group. Fear of death
[676] while in a fight is seldom seen. A man who shows an unwillingness to fight is called a woman and held in extreme contempt.

628 The fundamental principle underlying all the causes of Murngin
681 warfare is that of reciprocity: if a harm has been done to an individual or a group, it is felt by the injured people that they must repay the
181 ones who have harmed them by an injury that at least equals the one they have suffered. When the total cultural situation of Murngin life is
181 further examined, this negative reciprocation is found to fit into a